

KNOW Before You Go!

FROST BITE

Frostbite is an injury to the body that is caused by freezing of the skin and tissue. Frostbite causes a loss of feeling and color in affected areas. It most often affects the nose, ears, cheeks, chin, fingers, or toes. Frostbite can permanently damage the body, and severe cases can lead to amputation. The risk of frostbite is increased in people with reduced blood circulation and among people who are not dressed properly for extremely cold temperatures. At the first signs of redness or pain in any skin area, get out of the cold or protect any exposed skin as this is an indicator of frostbite. A victim is often unaware of frostbite until someone else points it out because the frozen tissues are numb.



Checklist

Any of the following signs may indicate frostbite: a white or grayish-yellow skin area, skin that feels unusually firm or waxy numbness

If (1) there is frostbite but no sign of hypothermia and (2) immediate medical care is not available, proceed as follows:

- ☐ Get into a warm room as soon as possible.
- Unless absolutely necessary, do not walk on frostbitten feet or toes—this increases the damage.
- Immerse the affected area in warm—not hot—water (the temperature should be comfortable to the touch for unaffected parts of the body).
- Warm the affected area using body heat. For example, the heat of an armpit can be used to warm frostbitten fingers.
- Do not rub the frostbitten area with snow or massage it at all. This can cause more damage.
- Don't use a heating pad, heat lamp, or the heat of a stove, fireplace, or radiator for warming. Affected areas are numb and can be easily burned.

Note: These procedures are not substitutes for proper medical care. Hypothermia is a medical emergency and frostbite should be evaluated by a health care provider. It is a good idea to take a first aid and emergency resuscitation (CPR) course to prepare for cold-weather health problems. Knowing what to do is an important part of protecting your health and the health of others.